



INSTRUCTION BOOKLET

EmuMovies



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|----------------|-------------------------|-------------------|
| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1-4 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



Progressive Scan
compatible

**THIS GAME IS COMPATIBLE
WITH PROGRESSIVE MODE TVs.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



Nintendo

namco

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THE HISTORY OF STAR FOX

Andross's Ambition (Star Fox® 64)

Corneria, the fourth planet of the peaceful Lylat system, is threatened by the forces of the mad scientist Andross. In response to this crisis, the Cornerian commander-in-chief, General Pepper, entrusts the fate of the planet to Fox, Falco, Slippy, and Peppy, who together form the Star Fox team.

After many vicious battles, the mercenaries reach the enemy stronghold on the planet Venom, where Fox challenges Andross to single combat. After a pitched battle, Fox narrowly defeats Andross and the threat is vanquished.

The Plight of Sauria (Star Fox Adventures)

A few years after the Andross affair, Fox is hired to investigate the planet Sauria. After adventuring across the surface, he reveals Andross as the culprit behind the troubles. The team is forced into a ferocious battle, but when it seems all is lost, Falco rejoins the team in the nick of time and Star Fox once again defeats Andross.

With the reinstatement of Falco and the addition of the mysterious young woman, Krystal, a new Star Fox team is born.

A New Journey (Star Fox: Assault)

One year has passed...

After getting kicked out of Star Wolf's band of thugs, Andrew Oikonny takes control of his dead uncle Andross's remaining army and starts a rebellion. The Cornerian fleet is sent out to deal with the rebels and hostilities commence. However, Oikonny's army uses unexpected guerilla tactics and the battle takes a turn for the worse.

The exasperated General Pepper asks his old friend Peppy to help stop Oikonny and the Star Fox team takes off on a new mission!

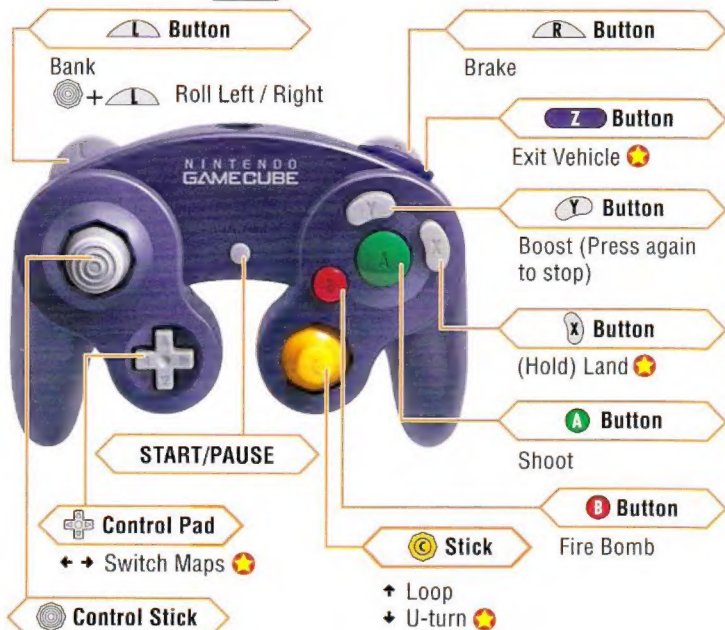
GAME CONTROLS

There are three Controller setups in Star Fox: Assault. The Arwing controls are the same in each setup.

SINGLE-STICK CONTROL

A basic configuration where you move with and attack with .

• Arwing Controls



★ Only used on all-range stages.

• Landmaster Controls

| | |
|------|-----------------------------------|
| | Fix Alignment |
| + | (↔) Slide |
| | (Press Hard) Roll Left / Right |
| | Move |
| | Switch Maps |

| | |
|---|---------------------------------|
| + | Aim |
| | Exit Vehicle |
| | Hover (Press again to stop.) |
| / | Boost |
| | Shoot |

• Pilot Controls

| | |
|------|-----------------------------------|
| | Fix Alignment |
| + | Slide |
| | (Press Hard) Roll Left / Right |
| | Move |
| | Switch Maps |
| + | Aim |

| | |
|--|--|
| | Enter Vehicles / Taunt |
| | Jump |
| | Scope On / Off (When sniper rifle is equipped.) |
| | Shoot |
| | Use Barrier |
| | Switch Weapons |

Basic Controls on Menu Screens

| | | | |
|--|-------------------|--------------------|------------------|
| | Select Menu Item | | Cancel Selection |
| | Select Menu Item | START/PAUSE | Pause Menu |
| | Confirm Selection | | |

Control Icon Display

The + pairing means to press and hold while moving .

Shooting

If you have a charged shot (pg. 31) while in a Landmaster or Arwing, you'll lock onto an enemy. This is consistent across all Controller setups.

GETTING STARTED

Put the Star Fox: Assault Game Disc into the Nintendo GameCube and insert a Memory Card into Slot A. Close the Disc Cover and press the POWER Button.

MAIN MENU

Press START/PAUSE or **A** on the Title screen to display the Main menu. This is where you choose the game mode you want to play. Use **○** or **+** to choose a game mode and press **A** to confirm.



SINGLE MODE

pgs. 16-23

In Single mode you clear missions to progress through the story. There are three different styles of game play here: Story, Mission, and Survival. Survival will become available once you have cleared the Story mode.



VS. MODE

pgs. 24-27

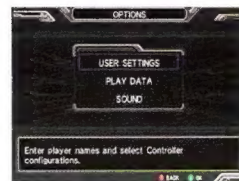
Up to four players can compete in Vs. Mode. There are many different stages available and the rules can be changed to suit your mood.



OPTIONS

pg. 28

Select Options to view records and adjust Controller and sound settings.



BONUS GAME

pg. 29

After you've collected all of the silver badges, you can come here to play the bonus game, Xevious.



ABOUT SAVING

In order to save Star Fox: Assault game data you will need to insert a Memory Card into Slot A that has at least 1 file and **5 empty blocks** available. Single-mode data will be saved after the results screen (pg. 21) is displayed. Changes made in the Options menu and Vs. mode results will be saved automatically.

Please do not touch the Memory Card or POWER Button while data is being saved, as this may damage the Nintendo GameCube or the Memory Card.

To learn how to manage Memory Card files or format a Memory Card, please see the Nintendo GameCube Instruction Booklet.

GAME SCREENS

There are two types of stages: shooting stages and all-range stages. The screen displays differ slightly between the two.

SHOOTING STAGES

Stages where you pilot Arwings through 3-D environments are shooting stages. Proceed to the goals of the stages to clear them.

Number of Hits

Targeting Cursor

The direction you're attacking.

Arwing

Number of Bombs

Shield

Your ship's endurance. If this reaches zero, you lose a ship.

Boost Gauge

This goes down each time you brake, boost, loop, or do a U-turn. The gauge fills up little by little as time passes.



Communication Window

This shows message text and the face of the character contacting you. In some cases it will also show the character's vehicle endurance or physical health.

Remaining Ships

The number of ships you have left. If this reaches zero, your game is over.

ALL-RANGE STAGES

Stages where you control Fox and move around a contained area are all-range stages. You clear these stages by destroying a set number of targets. You can also pilot Arwings and drive Landmasters (pg. 33) on some all-range stages. When you change weapons in Pilot mode, the name of the new weapon is displayed.

Might Gauge

On select stages, this gauge shows you increases and decreases in enemy numbers.

Targeting Cursor

The shape of the targeting cursor changes depending on your current weapon.

Number of Barriers

Shield

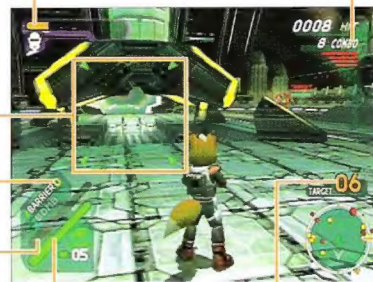
The endurance of the vehicle you're using. If this reaches zero, the vehicle will be destroyed and only Fox will be displayed.

Life Gauge

This shows Fox's health. If this reaches zero you will lose one life.

Combo Number pg. 17

The current combo number appears here.



Number of Targets

Radar

This shows the location of Fox, enemies, vehicles, etc. Press Left and Right on to switch maps.

| | |
|-------------|---------|
| Fox | Allies |
| Airborne | Surface |
| Targets | Arwings |
| Landmasters | |

Ally icons will be colored differently for each character.

SINGLE MODE

These are the rules used in Single mode. Whether the missions are shooting stages or all-range stages is predetermined.

BASIC RULES

Take control of Fox and complete missions to clear individual stages and proceed through the game. If you're hit by enemy attacks or run into obstacles, you will take damage. If your life gauge or shield drops to zero, you will lose a life or ship and begin the mission again.



GAME OVER

If you have no remaining lives or ships and your life gauge or shield drops to zero, the game will end and the Title screen will display.

GAME
OVER

SWITCHING VEHICLES

On all-range stages, you can use both Arwings and Landmasters. You can change vehicles at any time. See page 30 to learn how to change vehicles.



GROUP BONUS AND BLAST BONUS

On shooting stages, you can receive group bonuses for taking out entire squadrons of enemy ships. You can also get blast bonuses if you destroy five or more enemies with a single attack. When you get bonuses you receive more hit points than normal. Blast bonuses are relative to the number of enemies you destroy, so the higher the number, the bigger the bonus.



COMBO BONUS

On all-range stages, a red gauge will appear when you defeat an enemy; if you topple another enemy while the gauge is still displayed you'll receive a combo. For every 10 enemies in a combo, you'll add a bonus to your hit score.



PAUSE MENU

Press START/PAUSE during missions to display the Pause menu. To continue from the Pause menu, select Continue with or , then confirm by pressing . To quit, select Quit and confirm the same way. The Pause menu also displays the amount of time you've spent on the current mission and any special flags (pg. 32) you've acquired.



SINGLE MODE

GETTING STARTED

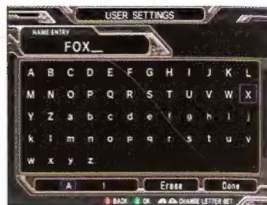
Select **Single** on the Main Menu, then choose **New User** to move to the Name Entry screen.

NAME ENTRY

Enter your name and create your player data file here. Player data files contain your game progress, Vs. records, and other information.

NAME ENTRY

This is where you name your own personal data file. Use or to select letters, then press to confirm. Select Done when you are finished to complete the name-entry process. Press to delete the previous letter, and use or to shift character sets. Once a name has been entered it can never be altered.



CONTROLLER SETUP

Next, you will choose the Controller configuration you want to use. Use or to select a type then press to confirm. You can press to see details on each Controller setup.



DETAILED SETUP

After you choose your Controller setup, you will see one more screen of setup options. Press Up and Down with or to select a menu option, then press Left and Right to change the setup. Select Done to finish.

| | |
|---------------------------------|--|
| Invert Y Axis Arwing | Choose whether or not to invert the Y axis for Arwing control. |
| Invert Y Axis Landmaster | Choose whether or not to invert the Y axis for Landmaster control. |
| Invert Y Axis Pilot | Choose whether or not to invert the Y axis for character control. |
| Rumble | Choose to enable or disable the Rumble Feature. |

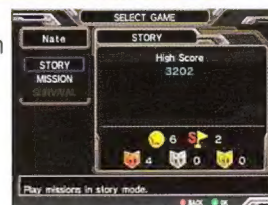
SELECT PLAYER

Choose which player data to use. Use either or to select player data and press to confirm. You can view the player's progress on the right side of the screen.



SELECT GAME




Choose from Story (pg. 20), Mission (pg. 22), and Survival (pg. 23) with either or , then confirm your selection with .



SINGLE MODE STORY




Fox and his team face off against the destructive power of the enigmatic aliens known as aparoids. Clear each mission to progress to the next.

BEGINNING/CONTINUE

Choose from either Beginning or Continue to start playing. Select Beginning if you're just starting or Continue if you already have saved game data available. Use  or  to make your selection and press  to confirm. If you have saved game data and choose Beginning, your old saved game data will be overwritten once you complete the first mission.




SELECT DIFFICULTY

Next, choose the game's difficulty level. Use  or  to choose from Bronze, Silver, or Gold levels and press  to confirm. You can only choose a difficulty level if you've chosen Beginning and are starting the game from Mission 1.



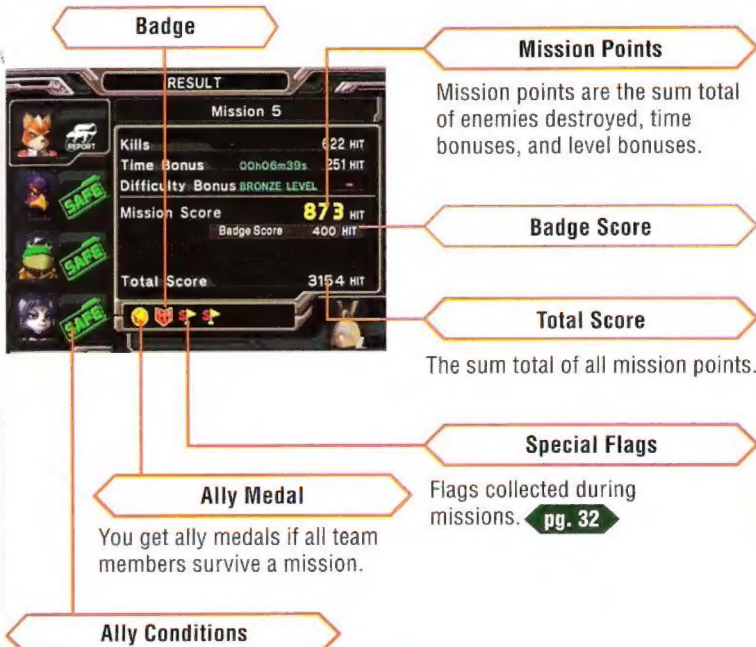
BRIEFING

Briefings will give you introductions to missions and explain their goals. Scroll through briefing conversations with  or press START/PAUSE to end briefings. When you choose to continue previous games, you will start from briefing screens.



RESULT SCREEN

This screen displays at the end of missions and shows the corresponding scores. If your mission points exceed the badge score line, you'll receive a badge. There are three badges, one for each difficulty level. Do your best to get them all.



Badge

Mission Points
Mission points are the sum total of enemies destroyed, time bonuses, and level bonuses.

Badge Score

Total Score
The sum total of all mission points.





Special Flags
Flags collected during missions. **pg. 32**

Ally Medal
You get ally medals if all team members survive a mission.

Ally Conditions






SAVE SCREEN

Once you press  on the Result screen, a message asking whether or not you want to overwrite the current game file will display. Choose either Yes or No with  or  and then press  to confirm.

SINGLE MODE MISSION




This mode allows you to go back and replay any mission that you've previously cleared.

SELECT MISSION

Use either  or  to choose a mission, then press  to confirm. Flags you've collected and scores for each mission will be displayed on the right portion of the screen. If you clear a mission with a high score and no deaths, the score will be displayed in blue.







SELECT DIFFICULTY

Select the mission difficulty with  or  and confirm with . There are three difficulty levels to choose from; Bronze, Silver, and Gold.



RESULT




Once you clear a mission, the Result screen will display. The screen display is the same as that in Story mode. Press  here to move on to the Save screen. Choose whether or not to save with  or  and confirm with .

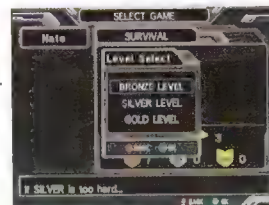


SINGLE MODE SURVIVAL


Survival mode will become available once you have cleared the Story mode on any difficulty level. Survival mode challenges you to finish every mission without saving.

SELECT DIFFICULTY

Select the mission difficulty with  or  and confirm with . There are three difficulty levels to choose from; Bronze, Silver, and Gold.



RESULT

Once you clear a mission, the Result screen will display. The screen display is the same as that in Story mode. Press  here to move to the next mission.



ABOUT SAVING IN SURVIVAL MODE

You cannot save between missions in Survival mode. However, you will be asked whether or not you want to save from Game Over screens and once you have cleared every mission. Please choose Yes and save.



VS. MODE

This is a battle mode for up to four players. Beginners can be given handicaps to put them on even ground with more advanced players.

SELECT NUMBER OF PLAYERS

You can choose from between 2-player, 3-player, and 4-player games. When playing with three or more players, follow the on-screen instructions to complete team setup.



SELECT STAGE

Choose the stage you will play on with or and use to confirm. Press to set up game rules (pg. 25) or press to randomly select a stage.



SELECT VEHICLES

Choose the vehicles to be available on the stage you've chosen. Use or to select the Pilot, Arwing, or Landmaster icon, then press to choose to use or not use the selected vehicle.

• Icon Color Codes



Red: Pre-selected



Blue: Use



Gray: Don't use



RULE CHANGES

Press on the Stage-Selection screen to change the Vs. mode rules. Use either or to select a rule set and press to confirm. Once you select a rule set, you will see the settings for that set. Follow the on-screen explanations and complete the rules setup.



SELECT PLAYER

This is where you choose the character you will use. First, select the player data you will use, and then choose the character you want to play as with or , and then press to confirm. You can create new player data by pressing or view character abilities (pg. 36) by pressing .



HANDICAPS

After characters have been chosen, the handicap setting bar will display. Choose from None, Low, and High with or and press to confirm. Press START/PAUSE to begin battling. Players with handicaps turned on will automatically use barrier items when their health drops below a certain level.



Low Handicap Cursors for vehicle and handheld weapons is bigger than normal.

High Handicap Cursors for vehicle and handheld weapons is bigger than normal and the weapons are more powerful than normal.

VIEWING VS. SCREENS

Vs. screens are divided by the number of combatants. The display will also vary depending on the rules selected.

Time Remaining

Depending on the rules selected, the time remaining may be displayed.

Shield

This shows the endurance of your vehicle. If you take damage while this is at zero, the vehicle will be destroyed and you'll continue on foot.

Life Gauge

This is the character's health. You will be knocked out if this reaches zero.

Boost Gauge

This shows how much boost energy you have remaining. This replenishes little by little over time.

Points

You get one point for every opponent you defeat. Once you reach the number of points necessary to win as determined in the rules setup, you are the victor.



Barriers

This shows how many barriers you're carrying. This number changes to show the number of bombs you have when you're in an Arwing.

Radar

This shows the location of your character, opponents, vehicles, etc.

RESULT SCREEN

Once a Vs. battle is finished, the Result screen will appear. Press **A** to display battle details and use **Left** or **Right** to view different statistics. Once all players have pressed START/PAUSE, the End menu will display.



END MENU

On the End menu you choose what you will do next. Use **Left** or **Right** to choose a menu item, then confirm with **A**. Only Player 1 can navigate the End menu.



| | |
|----------------------|--|
| Retry | Try the same battle under the same conditions again. |
| Select Player | Go to the Select-Player screen. |
| Select Stage | Go to the Select-Stage screen. |
| Exit | End Vs. mode and return to the Title screen. |

PAUSE MENU

Pull up the Pause menu by pressing START/PAUSE. To continue the battle, press START/PAUSE again or select Continue and press **A**. The rest of the Pause menu is identical to the End menu. Only the player who brought up the Pause menu can navigate it.



OPTIONS

Come here to view user settings, play data, etc.
You can have data for up to 20 players.

USER SETTINGS

You can create and delete play data here and change Controller configurations (pg.18). Select the play data you want to manage with or and press to move to the Controller setup screen. Press to delete play data.

Once play data has been deleted it cannot be recovered, so be careful.



PLAY DATA

Come here to view player statistics. Use or to choose either Single or Vs. mode records and press to confirm.



SOUND

This is where you can change the sound setup. Use or to choose either mono or stereo and press to confirm.

BONUS GAME

Once you've cleared certain conditions you will unlock the arcade classic Xevious.



How to Unlock:
Collect 10 silver badges.

A classic arcade shooter from Namco that debuted in 1982. Your goal is to pilot the Solvalou, shoot down baddies, and conquer all 16 areas.

XEVIOUS: ©1982,1984 NAMCO LTD.,ALL RIGHT RESERVED.



PROGRESSIVE MODE

This game can be set to display a higher resolution image on TVs that support progressive mode (such as EDTV, HDTV). In order to use the progressive mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700). To activate the progressive mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive mode will set the format of the image to a wide screen (16:9) format.

• You cannot play the bonus game, Xevious, in progressive mode.

ACTIONS

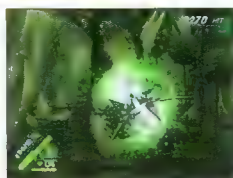
Here are the different moves you can perform in Star Fox: Assault.
The controls shown here are for the Single Stick configuration.

ROLLING

Landmaster Arwing



Press and tilt the Left or Right when in a Landmaster or Arwing to roll. Enemy attacks bounce off when you're rolling, so this is a good technique to use when multiple enemy attacks are closing in.

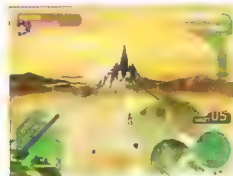


LOOPS & U-TURNS

Arwing



When piloting an Arwing, tilt Up on to perform a loop and Down to do a U-turn. Both of these maneuvers are useful when you've got enemies or missiles closing in from behind. One note of caution: U-turns can only be used on all-range stages.



SWITCHING VEHICLES

Pilot Landmaster Arwing



Press to enter vehicles on all-range stages. Press again to get out of vehicles. There are some space-only stages that you cannot do this on.



SLIDE

Pilot Landmaster



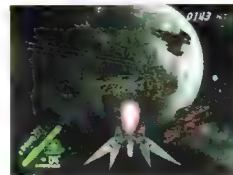
Press and hold while moving with to slide to the side without changing your direction. This is a helpful move to use when you want to counterattack and avoid enemy fire at the same time.

CHARGE SHOTS

Pilot Landmaster Arwing



While in vehicles, you use charge shots by pressing to begin charging and pressing once more to shoot. While in Pilot mode, press and hold to charge and release to shoot. While in a vehicle, you can lock onto an enemy while charging. The only weapons that can charge are the blaster and grenade. **pg. 34**



CURSOR AIM

Pilot Landmaster

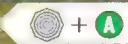


Press and hold and use to move only the cursor. This is very useful when trying to shoot down airborne enemies.

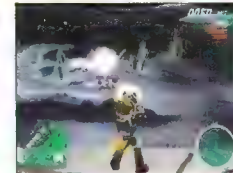


WING RIDING

Pilot



On specific stages you can ride on allied Arwing wings and attack. Use to move the cursor and press to fire. If you press and hold , you can fire repeatedly. Use to switch weapons.



ADVICE

Here are some hints that may help you progress through the game. Cooperate with the entire Star Fox team and shoot for high scores.

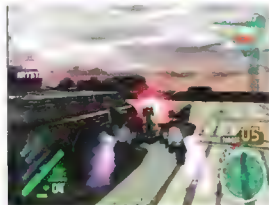
COLLECT SPECIAL FLAGS

There are five special flags per stage. Defeat specific enemies or blast suspicious areas to reveal them.



HELP YOUR ALLIES

Your teammates will ask for your help from time to time during missions. As they are vital to your own success, try and help them as soon as you can. When you receive an SOS, watch your ally's vehicle endurance and health gauge, which will display at the bottom of the screen. If you can finish a mission without any of your teammates being forced to retire, you'll win an ally medal.



VEHICLE MANAGEMENT

It's really important to maximize all your forms of transportation on all-range modes. There are some places that Landmasters won't fit into, so you'll have to proceed on foot.



MACHINES

SPACE FIGHTER ARWING

The primary fighting vehicle of the Star Fox team. It has been refined and improved to have the strongest firepower in the Lylat system. It's equipped with a G-diffuser system that gives it high maneuverability.



ANTI-AIRCRAFT TANK LANDMASTER

This new and improved version of the Landmaster is lighter than before and maintains its all-terrain exploration wheels on a combat-ready tank chassis. Small plasma engines located on either side of the chassis give the Landmaster hovering capabilities for short durations of time.



MOTHERSHIP GREAT FOX

This dreadnaught-class battleship is the base for all Star Fox team operations. It's equipped with a monstrous plasma engine with which it can travel the system at warp speeds. It's also the hangar for the team's Arwings, Landmasters, and other equipment.



WEAPONS

Blaster



The weapon you start out with. It can shoot charge shots and has unlimited ammo.

Machine Gun



Shoot multiple times by merely holding down the fire button.

Grenade



Press and hold the fire button to trigger a grenade, and then release the fire button to throw it.

Sensor Bomb



Place these bombs with the fire button then wait for something to pass close by and set them off.

Sniper Rifle



Press **X** to use the scope and shoot at far-off enemies. Press **△** to zoom in more.

Homing Launcher



Lock onto enemies, then fire a missile that will chase after the enemy.

Gatling Gun



Press and hold the fire button to shoot continually. A more powerful version of the machine gun.

Plasma Cannon



A cannon you can wield while riding on the wing of someone's Arwing. It fires rapidly and has endless ammo.

Demon Launcher

Vs. Mode Only



This weapon is available only in Vs. mode. It fires enormously powerful homing rockets that kill with one hit.

ITEMS

Barrier



This item deflects all enemy attacks for a short period of time.

Vs. Mode Only



Stealth Suit

This Vs.-mode only weapon makes the user invisible for a short time.

First Aid Kits



These beneficial items restore the user's health. There are three types of first aid kits.

Silver Shield Ring



This sparkling ring restores a small portion of a vehicle's shield.

Gold Shield Ring



This glittering ring restores a medium portion of a vehicle's shield.

Green Power Upgrade



Grab one of these upgrades to increase your vehicle's firepower by one level.

Red Power Upgrade



Grab one of these upgrades to increase your vehicle's firepower by two levels.

Smart Bomb



Press **B** to launch one of these bombs and press again to detonate.

1-Up



Find one of these on a stage to receive an extra life.

A Arwing Item

L Landmaster Item

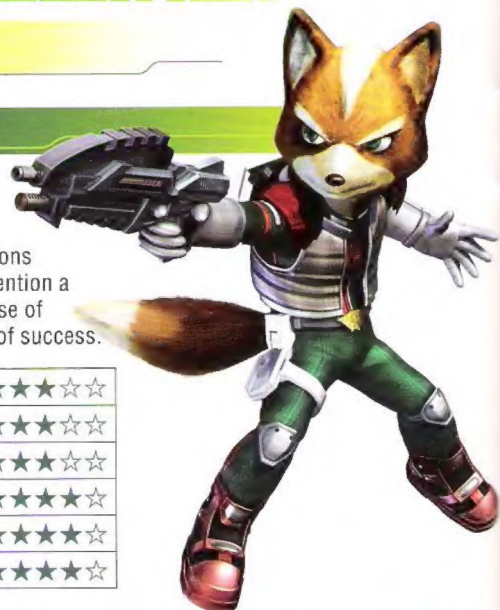
P Pilot Item

CHARACTERS

STAR FOX TEAM

FOX MCCLOUD

Head of the commando-for-hire Star Fox team. He's responsible and extremely capable of assessing situations and giving orders, not to mention a fiery hero with a strong sense of responsibility and a record of success.



| | |
|------------------|-------|
| Health | ★★★★☆ |
| Speed | ★★★★☆ |
| Jump | ★★★★☆ |
| Arwing Skill | ★★★★☆ |
| Landmaster Skill | ★★★★☆ |
| Pilot Skill | ★★★★☆ |

SLIPPY TOAD

Slippy's not much of a fighter, but he's an excellent mechanical engineer. He fulfills the role of team mascot and calms frayed nerves on the battlefield.

| | |
|------------------|-------|
| Health | ★★★★☆ |
| Speed | ★★★☆☆ |
| Jump | ★★★★☆ |
| Arwing Skill | ★★★☆☆ |
| Landmaster Skill | ★★★★★ |
| Pilot Skill | ★★★★☆ |

SPECIAL

Charge speed is twice as fast as others.

FALCO LOMBARDI

The Star Fox team's ace pilot. Falco left the team briefly to work on his own but has since returned to the fold. He says he's in it for the money, but rumor has it that he considers the team his family. He's really a kind-hearted and uncomplicated fellow.

| | |
|------------------|-------|
| Health | ★★★★☆ |
| Speed | ★★★★☆ |
| Jump | ★★★★☆ |
| Arwing Skill | ★★★★★ |
| Landmaster Skill | ★★★☆☆ |
| Pilot Skill | ★★★★☆ |



KRYSTAL

The newest member of the team. Krystal's a mysterious young woman with extrasensory perception; she uses her talent to foresee danger and aid her teammates.

| | |
|------------------|-------|
| Health | ★★★★☆ |
| Speed | ★★★★☆ |
| Jump | ★★★★☆ |
| Arwing Skill | ★★★☆☆ |
| Landmaster Skill | ★★★☆☆ |
| Pilot Skill | ★★★★☆ |

SPECIAL

Receives 2 barriers when revived.

OTHER CHARACTERS

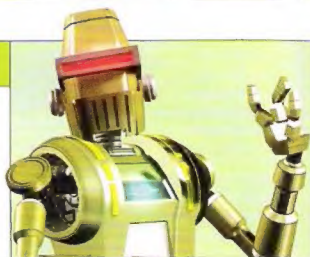


PEPPY HARE

The father figure of the Star Fox team. Peppy is a former pilot who retired because he was unable to conquer advanced age. He currently rides in the Great Fox where he issues advice and instructions to the team.

ROB

The observation and analysis robot assigned to the Great Fox. His main duties are to assist Peppy and transfer vehicles to Fox and company.



GENERAL PEPPER

Commander of the Corneria Defense Force. He was the commanding officer of Peppy and Fox's father when they were in the service. His leadership abilities and trustworthiness have made him a popular figure.

PIGMA DENGAR

A greedy miser who thinks of nothing save his own gain. His life has been one double cross after another. His overwhelming greed and unreliability got him kicked out of Star Wolf.



STAR WOLF



WOLF O'DONNELL

A scoundrel well-known throughout the Lylat system as the leader of the ruffian gang Star Wolf. He's crossed paths and laser fire with Fox on numerous occasions; each considers the other his eternal rival.

LEON POWALSKI

A member of Star Wolf who's a cold-blooded assassin. He has no morals or conscience and will perform any job with machinelike disinterest.



PANTHER CAROSO

Although he's new to the Star Wolf team, he's a top-class pilot. Panther's a flirt and incredibly indulgent with females. His conceit is so great that those around him are embarrassed. The red rose is his symbol.

ULTRA SPACE FIGHTER WOLFEN

The primary fighting vehicle of the Star Wolf team. Wolfens are equipped with more gravity-regulating Gravity Blades than Arwings and are conjectured to be at least equal to Arwings in functionality.



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REV-D

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